

# Welcome to

# Wild Magic

brought to you by  
the Developer Group of Apple Computer, France.

v. 2.0b5

## Quick Overview

Wild Magic is a control panel which extends QuickTime™ features with backward compatibility with most existing applications supporting PICT. It will let you evaluate how dynamic information such as movies can be used in documents created with regular applications.

Wild Magic lets you copy a movie with MoviePlayer™ and paste it wherever you like: the Scrapbook, a word processor, the Map control panel, etc. Check MoviePlayer's documentation to learn how to select a clip in MoviePlayer with the green and pink buttons or using the Select All menu item. **YOU MUST MAKE A SELECTION BEFORE COPYING** or nothing will be copied to the Clipboard.

## Installation

Wild Magic **REQUIRES** that you run System 7.0 or later. It will not run under System 6.0.x. Wild Magic also obviously requires QuickTime, version 1.0a9+ or later.

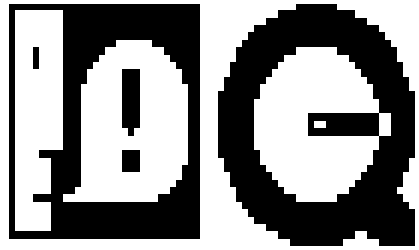
To install Wild Magic, simply drag the file to your System Folder (it will automatically go into the Control Panels folder) and restart. **DO NOT** try to open the Control Panel before you restart.

Before you try Wild Magic, be aware that QuickTime™ may require that you increase your application's memory size when you try to play long movies that include a sound track. For instance, it can need as much as 3Mb of RAM when playing "Harry The Head".


Therefore, if, when playing a movie, you hear no sound (and know there should be), it might mean you need to increase the application's memory (using the Get Info window in the Finder™).

## Using Wild Magic



Once pasted in a document, a movie displays it 'poster' with two buttons on top of it, as illustrated below:




QuickTime PICT


The  button gives some information about the location and name of the original movie file(s):



Using the two little  and  buttons, you can see the location of the files each track gets its data from.

This dialog is important because Wild Magic uses Public Movie (“moov”) resources which contain aliases to the movie files instead of the data itself. So, if you want to distribute your document, you should give the right movie files away with it (unless the files reside on a CD-ROM or a file server (including your machine under System 7) you know the destinee has access to).

The  button makes the Movie Controller appear and starts playing the movie. From then on, you can use the standard controller as you would with any other QuickTime-aware application, until you click anywhere outside the movie+controller area (which stops the movie and makes the controller disappear).




**Note:** using the Shift key in the Movie Controller, you can make a selection in a playing movie, and if you press -c, the selection will be copied to the Clipboard. It will be available for pasting as soon as you dismiss the movie (by clicking outside the movie area).

Since you are running Sytem 7 (Wild Magic does not work under System 6), the alias manager is used. If you create documents refering to files located on removable devices or AppleShare™ servers, when you play the movie, Wild Magic will prompt you to insert the required removable device or to enter your password, if any. This way, you can distribute small documents refering to movies shared on a server or on a CD-ROM very conveniently.

## Changing the settings


If you open the Wild Magic Control Panel, you should see this window:



- the **Help...** button gives you a short on-line help (and credits, by the way).
- the  radio buttons let you activate or deactivate Wild Magic (including the movie scrap conversion).
- the ☐ **Control** ☐ **Shift** ☐ **Command** buttons let you choose which key(s) you must be holding down while clicking on the  and  buttons. The default is none.

## Technical Details

Wild Magic takes a Public Movie resource (of type 'moov') that it finds in the Clipboard, and encapsulates it as a specific picComment inside a regular PICTURE showing a still image ('poster') representative of the movie.

The Public Movie resource (see QuickTime documentation for details), in turn, contains specific information about the movie, including aliases to the files containing the various tracks. This is important, because when you distribute a document containing a movie picture created by Wild Magic, only the Public Movie is saved within the document, not the entire movie. The advantage is that the document remains VERY small, while the disadvantage is that you must not forget to distribute the movie files along with the document (but, again, they can reside on a server or a compact disk you know your destinies have access to). This is where the  button can prove useful.

## Troubleshooting

If Wild Magic does not seem to work, first try to open the Control Panel. If something went wrong during Startup, it should tell you what. Check also the modifier keys settings.

If the Control Panel reports no error, then Wild Magic may be incompatible with the application you're using.

If the movie you paste looks like a blank rect with two buttons at the bottom, it might mean you did not make a selection in MoviePlayer before issuing the 'Copy' menu command.

If, when playing a movie, you hear no sound (and know there should be), it might mean you need to increase the application's memory (using the Get Info window in the Finder™).

Should you encounter any other problem, please report the bug to me, using if possible the standard Bug Report stack, on AppleLink only, to FISCHER.D.

## Change History

1.0d2 : First release (Apple Only). No buttons yet. No CDEV.

2.0b1 : Switched to QuickTime™ 1.0a2.

2.0b2 : Added direct MoviePlayer™ 'Copy' support (MovieCopy not needed anymore).

2.0a2 : Interface tuning. VERSION NUMBERING SCHEME CHANGED to sync with QuickTime (1.0a2). First general release. Wild Magic goes on the QuickTime Alpha Release CD-ROM. Alas, it proves to be partially incompatible with the QuickTime version (1.0a9+) that ships on the same CD-ROM.

2.0a14 : Wild Magic now uses the Standard Controller ! Also, there are several bug fixes. And it is compatible with the current QuickTime version and will probably remain compatible with future releases.

2.0a16 : Editing is now partially supported. Added a temporary bug fix for QuickTime 2.0a16. Should be compatible with QuickTime 1.0a9+ and others as well.

2.0b2 : Fixed a few remaining bugs. "Use Picture" is now the default. Moved to the new QuickTime API.

2.0b3 : No more "Use Poster". Every application is now supposed to put the correct picture into the Clipboard. Added interim "Use PutMovieOnScrap" setting. The INIT code now replaces any outdated Wild Magic Prefs file (created before 2.0b3) with a brand new one.

Also changed the way errors are reported in the Control Panel.


2.0b4 : Got rid of most settings. Also added Balloon Help.

2.0b5 : Bug fixes only. Uses the system heap when memory is tight.

## Keeping current

The latest version of Wild Magic is always available on AppleLink. Check the Wild Magic discussion on AppleLink in “Developer Support:QuickTime Talk”. Please use this discussion to share your suggestions, bug reports, ...

## Known Bugs

- Wild Magic does not work with a few applications that draw to offscreen GWorlds (e.g. Aldus Persuasion 2.0)
- Wild Magic does not work properly with desk accessories such as the Scrapbook. The  button will sometimes cause the DA to “bomb” when you haven’t already played a movie from within the DA. Fortunately, a simple “ExitToShell” (es in Macsbug) exits gracefully most of the time.

## Distribution

Wild Magic is provided free of charge to all Macintosh developers. It may be distributed freely, provided that both the software and this documentation are always distributed together, in whole and unchanged. Wild Magic may **not** be sold or offered for sale, or included with another software product offered for sale. Companies that distribute public domain/freeware/shareware software for profit are **expressly prohibited** from distributing Wild Magic. This restriction **does** apply, at least for now, to bulletin boards and commercial on-line services such as America Online, CompuServe, CalvaCom and GENie.

## Credits

Wild Magic was developed inside the Developer Group of Apple Computer France by David Fischer, from an original idea by Jean-Eric Garnier, with special help from Jean-Eric Garnier, Brieuc Segalen, Eric Simenel and Etienne Vautherin.

## Disclaimer

Wild Magic has passed limited testing and is given “as is” without any warranty of any kind, especially regarding its reliability or performance. It should be used for evaluation purposes only. Apple will not provide any support for Wild Magic. Sorry.

## Bug reports

I cannot provide any support for Wild Magic (since I’m doing it only in my spare time). But I will definitely receive bug reports and other suggestions, on AppleLink (FISCHER.D) ONLY.

Have fun.



David Fischer  
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Developer Group  
Apple Computer france